



Ferrari

FORMULA ONE
GRAND PRIX RACING SIMULATION



AMIGA 500, 1000*, 2000
512K

*Kickstart 1.2 required

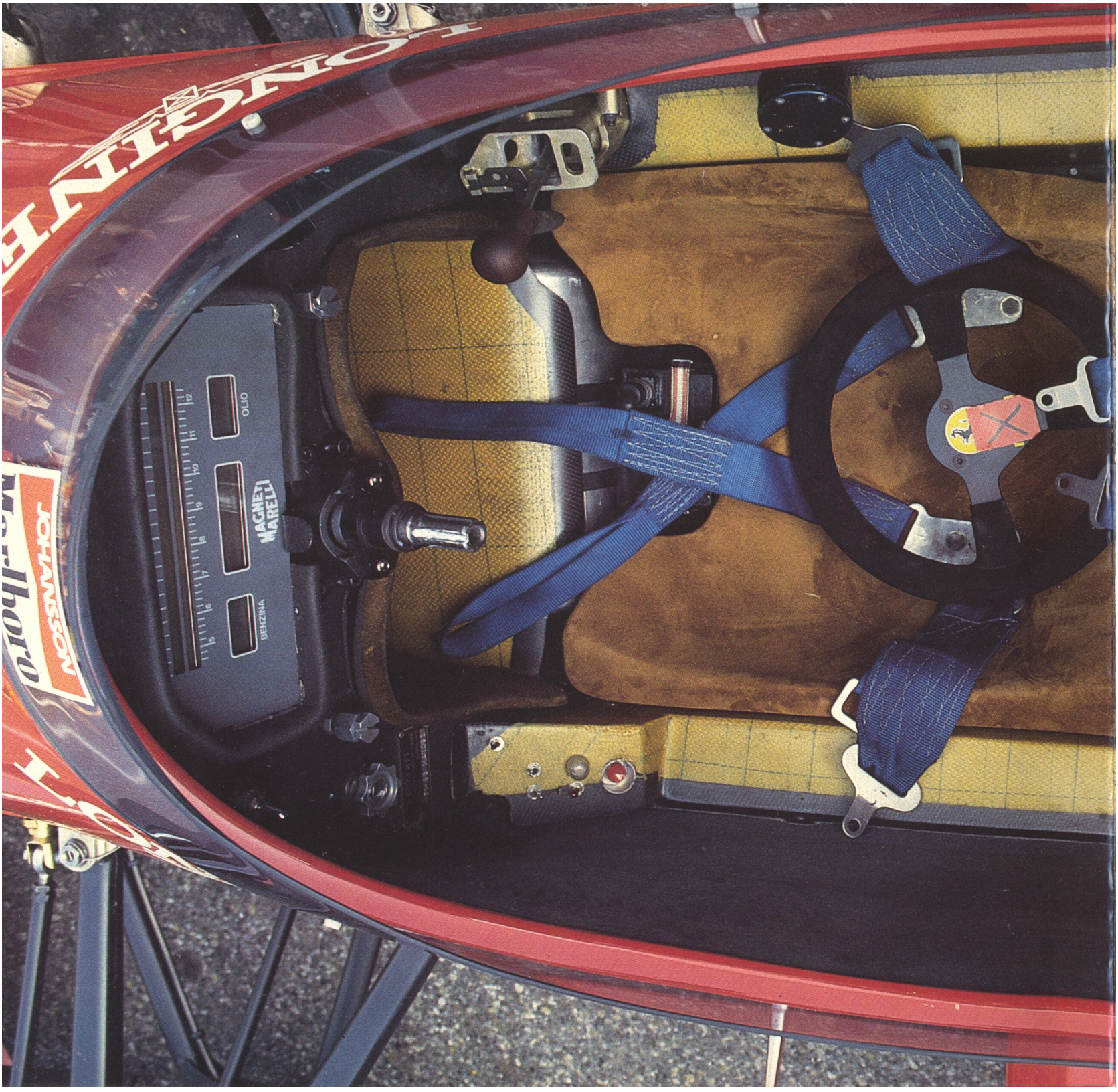
Mouse required

FERRARI FORMULA ONE

1321



BY RICK KOENIG





Rick Koenig became fascinated with computers while operating the computerized attendance system in high school. Needless to say, Rick's name never showed up on the absentee list.

His first computer game, **Motocross™** for Intellivision™, was inspired by his love of high performance motorcycles. Rick went on to create **Racing Destruction Set™** for Electronic Arts, which was recently awarded SPA Gold status for achieving 100,000 unit sales.

Rick's experience in racing games has culminated in **Ferrari Formula One**. He wanted to make a point-of-view racing game that would capture Formula One racing. "It's the most exciting and sophisticated racing in the world," Rick says, "and of course, Ferrari is a racing legend."

With hobbies like windsurfing, water skiing, four-wheeling, and getting "airborne" in his off-road motorcycle, it's no wonder one of Rick's earlier games was called **He-Man And The Masters Of The Universe™**.

Software Design and Implementation:

Rick Koenig

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Michael Kosaka*

Music & Sound Effects: Dave Warhol

Associate Producer: Rich Hilleman

Technical Director: Dave Maynard

Assistant Producer: Randy Breen

Assistant Product Manager:

Mike Suarez

Art Director: Judy Campbell

Package Design: Michael Labash

Package Photography:

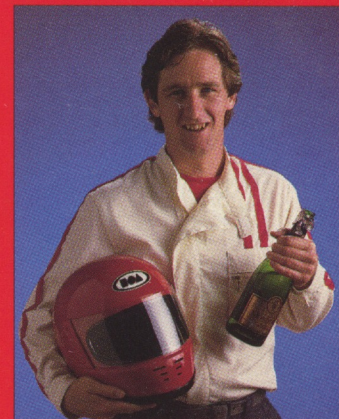
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Special thanks to: Emilio Anchisi,

Ferrari North America, Don Traeger,

Happy Keller



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About our company. We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this program, are evidence of our intent. If you'd like a product brochure, send \$1.00 and a self-addressed, stamped #10 envelope to: Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404. Attention: Product Catalog.

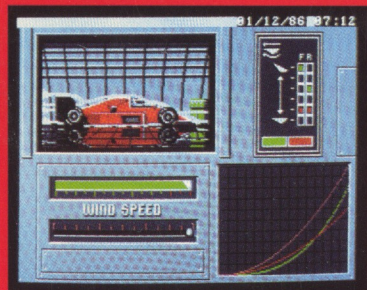
Survival Of The Fastest

The Ferrari F1/86. As complex as a modern warplane, it accelerates from 0 to 175 mph in 10 seconds and corners at up to 3 g's. You'll race this beast on tracks all over the world against the hottest drivers on the Grand Prix circuit. Explode from the starting grid and rocket through the straightaways. Careen through turns where one false move can send you hurtling over the side or smashing into an opponent. When the road clears, it's a "drag to the flag" as you streak toward the finish line.



Pick Your Race

Race alone or compete in an entire season on 16 actual Grand Prix courses, each accurate to the meter.

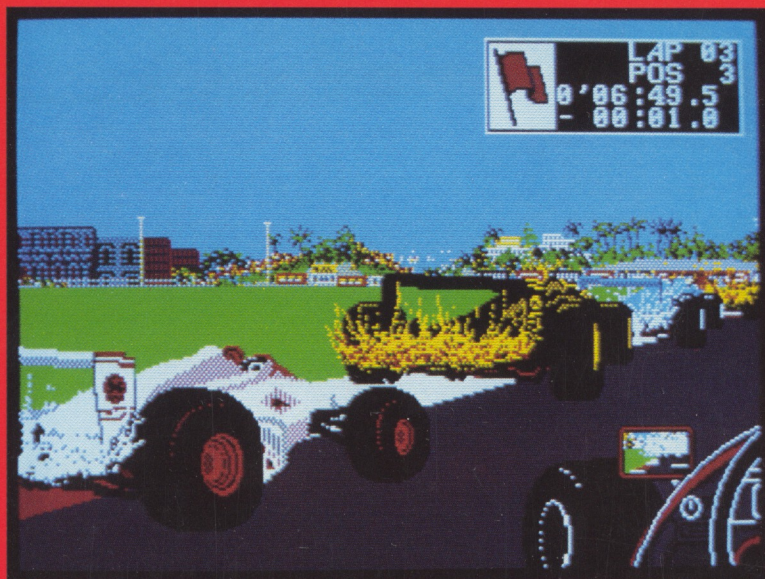


Hug The Road

Simulate the drag and downforce on your car in the Wind Tunnel. Check your aerodynamics with the Airspeed Controller and the Performance Graph.

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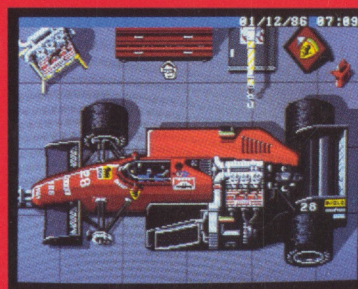


Monaco at 180 mph. A crash and burn could blow your season.



Harness Your Horsepower

In the Dyno Room, try different fuel mixtures. Test the Cooling System, Electrical System, Engine ROM, and Turbochargers.



Put Together A Winner

In the garage, you can switch engines, change the suspension, even adjust gear ratios. Check the results on the renowned Ferrari test track at Fiorano.



Hit The Pits

You're up against the clock as you call the shots on engine systems, tire changes, shocks, and wing settings.



Win The Grand Prix

Simulated intelligence of actual Grand Prix racing opponents will separate the dreamers from the drivers.

Screen shots represent Amiga version only. Others may vary.

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ELECTRONIC ARTS